How Strong Is Your Tinder Game? Strategic Two-Sided Search in Swipe-Based Dating App Markets

Patricio Hernandez Senosiain

Abstract

Your abstract here.

Supervisor: Dr. Jonathan Cave

Department of Economics

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Contents

1 Introduction

Points to discuss on introduction

- What is Tinder?
    - When was it started?
    - What is swiping?
    - How popular it is?

- Why does Tinder pose an interesting economic problem?
    - Stage interaction
    - Platform features: budgets, observability, directed search, asynchronicity
    - Repeated games: curse of dimensionality, beliefs and meta-beliefs

- What does this paper study?
    - Model of two-sided search with strategic considerations
    - Equilibrium refinement, computation, and analysis
    - Planner considerations on directed search and budget setting

- What does this paper contribute?
    - First model to address budgeted search in Tinder?
    - First model to combine idiosyncracy and pizzaz
    - Case study for the use of computational techniques in

1.1 Related Work

- Searching and Matching
    - Gale-
- Mean-Field Game Theory

2 Model

2.1 Setup

The researcher and the supervisor both attended a photography for the new hill valley clock tower. This can be seen in figure.
Again from figure we can see the researcher on the *left* and the supervisor on the *right*.

From this, a table was made for some of the items needed for temporal experiment number one to undergo completion. This is set to occur on `October 26, 1985, 1:18 A.M.`

2.2 The Dating Market

Item	Description
2 x Pocket Clocks	For measurement in time difference of machine and present time
Einstein	The Dog test pilot
JVC GR-C1	VHS Camcorder

Table 1: Inventory list for temporal experiment number one

2.3 The Search Problem

3 Equilibrium

3.1 Steady-State Equilibrium

3.2 Numerical Computation

3.3 Comparative Statics on the Swiping Rule

3.4 Comparative Statics on The Market

4 Simulations

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4.1 Sub Chapter

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5 Conclusion

In this chapter we shall do a reference to an entry in the bibliography, `bibliography.bib`.

What we know of the invention of the flux capacitor is that Dr. Emmett Brown thought of this when hanging a clock in the bathroom. He was standing on his porcelain sink and slipped because it was wet, the resulting hit on the head was apparently a cause to this invention Brown (1955).

5.1   Future Work

The corresponding sketch made on this day has been attached in appendix A.

References

Brown, E. (1955). The creation of the flux capacitor. .